

Merregon

Medium, Fiend (Devil), Lawful Evil

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ARMOR CLASS

16

HIT POINTS

91 (14d8 + 28)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +2

Saving Throws Con +4, Str +5

Skills Perception +2

Damage Resistances Cold; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Fire, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120 ft.; Passive Perception 12

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Languages Understands Infernal but does not speak

STR16
+3**DEX**14
+2**CON**14
+2**INT**6
-2**WIS**10
+0**CHA**8
-1

Traits

Faceless Legionary. The merregon has Advantage on saving throws while within 10 feet of an allied devil.

Hell Formation. Allied devils within 5 feet of the merregon gain +1 AC against the first attack made against them each round.

Actions

Multiattack. The merregon makes two Hell Halberd attacks.

Hell Halberd. Melee Attack Roll: +5, reach 10 ft. Hit: 8 (1d10 + 3) Slashing damage plus 9 (2d8) Fire damage.

Infernal Javelin. Ranged Attack Roll: +4, range 30/120 ft. Hit: 6 (1d6 + 3) Piercing damage plus 7 (2d6) Fire damage.

Reactions

Bodyguard. When a devil ally within 5 feet is hit by an attack, the merregon becomes the target of that attack instead.

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